DEATHDRINKER

This massive creature is the size of a giant. It proudly displays two chipped, antler-like horns, hanging from which are many desiccated bodies and skulls. The creature wears intricate armor, and dark, pitted plates cover powerful legs that end in hooves. Its many-fingered hand holds an ornate broadsword.

Egomaniacal Demons. Deathdrinkers are demons of giant proportion. They are exceptionally well suited to combat and relish any chance to spill blood and wreak havoc. They are most often found leading legions of demons in battle. As creatures of brute force and gory battle, they seek out combat with sadistic glee, spreading fear even among other demons. They are extraordinarily egocentric and see themselves as the superior type of lifeform within the abyss. They often surround themselves with subservient minions and those who will heap flattery upon them, which they greatly enjoy (though would never admit it).

Born of Blood. Deathdrinkers reproduce by dripping some of their blood into specially prepared pits of vile essence. The blood mingles with the muck, then

clots and grows. Lesser demons tend to a breeding pit, regularly stirring its contents and adding fresh corpses and blood. Eventually a fully formed deathdrinker emerges.

Death Obsessed. To a death drinker, the concept of taking life from others is an obsession, one which they seek to fulfil in any way possible. While taking life in combat is their favoured method of killing, whatever allows them to consume the highest amount of life is preferable. They are constantly seeking to collect souls from those hapless enough to cross their path. Their lairs are often great castles or fortresses crafted using bones of their fallen enemies as bricks. They typically adorn these places with symbols of death and carnage, and will even horde massive bone piles to lounge upon.

Fiendish Nature. Deathdrinkers do not need to eat, sleep, or breathe.

Deathdrinker

Huge fiend (demon), Chaotic Evil

Armour Class - 17 (half-plate)
Hit Points - 363 (22d12 + 220)
Speed - 50 ft.

STR 30 (+10)
DEX 14 (+2)
CON 26 (+8)
INT 10 (+0)
WIS 12 (+1)
CHA 12 (+1)

Saves STR +16, CON +14, WIS +7
Damage Resistances acid, cold, lightning, fire
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 10
Languages Abyssal, Common
Challenge 17 (18,000 XP)

Proficiency Bonus +6

Traits

Aura of Unlife.
Any creature that starts its turn within 10 feet of the death drinker takes 7 (2d6) necrotic damage. Undead creatures within this aura take no damage, and instead gain 2d6 temporary hit points. The deathdrinker can disable or enable this aura with a bonus action.

Deathdrink.
If the deathdrinker kills a creature, either with its death aura or a melee attack, it instantly heals 1d8 points of damage for each Hit Dice of the creature it killed.

Glory in Slaughter.
The deathdrinker has advantage on all attack rolls and saving throws for 1 minute after it reduces a worthy opponent to 0 hit points (a worthy opponent is a creature with at least 10 Hit Dice).

Actions

Multiattack.
The deathdrinker makes four longsword attacks

Adamantine Longsword +3.
Melee Weapon Attack: +16 to hit, reach 5 ft., one creature.
Hit: 26 (3d8 + 13) slashing damage. If an attack from this weapon reduces a creature to 0 hit points, the deathdrinker can make an additional melee attack with its bonus action.

Dispel Magic
The deathdrinker chooses a creature or object it can see within 120 feet of it. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, the deathdrinker must make an ability check using its Charisma. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Bonus Actions

Teleport (recharge 5-6).
The deathdrinker and up to eight willing creatures within 10 feet of it magically teleport to a location destination anywhere on the plane of existence they currently occupy. The destination chosen must be known to the deathdrinker.